

Function

# Programmer.SetBlindMode

```
Void Programmer.SetBlindMode(Boolean setChangesLive, Single fadeTime)
```

|                     |   |
|---------------------|---|
| <b>API</b>          | <a href="http://api.avolites.com/10.1/Programmer.SetBlindMode.html">http://api.avolites.com/10.1/Programmer.SetBlindMode.html</a>       |
| <b>description</b>  | Sets the blind mode.  |
| <b>namespace</b>    | Programmer  |
| <b>parameter</b>    | setChangesLive ( <a href="#">Boolean</a> ) : if set to true [set changes live].<br>fadeTime ( <a href="#">Single</a> ) : The fade time. |
| <b>return value</b> | <a href="#">Void</a>  |

Note that this function **inherently** checks the property [Programmer.BlindActive](#) to determine whether leaving or exiting Blind Mode.

## Example in

Blind Mode On/Off:

```
<step  
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",  
true)</step>  
<step pause="0.01">Programmer.SetBlindMode(false, 0)</step>
```

## Also used in

- [Blind Mode On/Off](#)
- [ColourChaseChanger \(V2\)](#)
- [Off/On Attribute in Palette](#)
- [PaletteChaseChanger \(V3\)](#)
- [Set Playback's Shape Spread](#)
- [Function list](#)
- [Programmer.BlindActive](#)

## Remarks

From:  
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:  
<https://www.avosupport.de/wiki/macros/function/programmer.setblindmode>

Last update: **2017/11/26 17:16**

